

AMENDMENTS TO THE CLAIMS

Claims 1-7 (Canceled)

8. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, said command display presented on the display screen, said command display for commanding a prescribed operation to the game player; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector, and configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and controls the game, based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions.

9. (Withdrawn): A game apparatus according to claim 8, wherein

the command mark contains a command of a specific operation;

the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded as commanded.

10. (Withdrawn): A game apparatus according to claim 8, wherein

the operation device is to be operated by the game player in the game player's hand; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

11. (Withdrawn): A game apparatus according to claim 9, wherein

the operation device is to be operated by the game player in the game player's hand; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

12. (Withdrawn): A game apparatus according to claim 8, wherein

the light emitter is configured to be put on a part of the body of the game player; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

13. (Withdrawn): A game apparatus according to claim 9, wherein

the light emitter is configured to be put on a part of the body of the game player; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

14. (Withdrawn): A game apparatus according to claim 10, wherein

the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector for detecting a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

15. (Withdrawn): A game apparatus according to claim 11, wherein

the operation device has a shape of a percussion musical instrument which is operated, gripped in the hand, and further comprises a vibration detector for detecting a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one of a position of the operation device and the vibrated state of the operation device.

16. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions, and a judgment result is displayed near the position of the appearance position.

17. (Canceled)

18. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has

operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to allocate operation sound to said plurality of positions, wherein the operation sound is different for each position.

19. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to temporarily prohibit an operation of responding to one selected position, and to display that responding to the one selected position is prohibited.

20. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector;

wherein a plurality of positions to which the game player can respond is configured to be displayed on the display screen;

an operation of responding to one selected position in the plurality of positions is temporarily prohibited;

a light emitter is provided in the operation device operated by the game player in the hand or on a part of the body of the game player;

the position detector is configured to detect based on the detected trace of the operation device whether or not the game player has taken a specific pose and retained the pose for a prescribed period of time; and

the control unit is configured to control the game, based on a detected result of the pose.

21. (Withdrawn): A game apparatus according to claim 8, wherein

said plurality of positions are different from each other corresponding to a height of the game player.

Claims 22-37 (Canceled)

38. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond is configured to be displayed on the display screen; and

the control unit is configured to display to which one of said plurality of positions the operation device corresponds.

39. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a command mark is configured to appear at a preset appearance positions and to move to one of said plurality of positions; and

the control unit is configured to judge, at a timing that the command mark arrives at said one of said positions, whether or not the game player has responded to said one of said positions, and to display a judgment result near said one of said positions.

40. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a movement indication among plural ones of said positions is configured to be displayed; and

the control unit is configured to judge whether or not the game player has moved a given operation device along the movement indication.

Claims 41-43 (Canceled)

44. (Currently amended): A game apparatus ~~operated by a motion of a game player,~~ comprising:

a display unit having a display screen in front of which a game player takes a position;

an operation device to be operated by the game player;

a position detector configured to detect movements of said operation device~~for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation;~~ and

~~a display unit for displaying game displays opposed to the game player,~~

a game control unit,

the display game control unit being configured to control a game progress by executing the acts of:

displaying at least four disappearance positions at outer areas on said display screen such that an inner area on the display screen is surrounded by said plurality of disappearance positions;

displaying a first plurality of command marks on a the display screen, which is are blown out one after the other from a single prescribed appearance position in said inner area in accordance with a rhythm of music, wherein each of the blown-out command marks moves from the single prescribed appearance position toward one of a first position of a plurality of prescribed disappearance positions, and is drawn into the first position, in order to display a first command to be carried out;

the display unit being configured to display a second command mark on the display screen, which is blown out from the single prescribed appearance position to a second position of said plurality of prescribed disappearance positions, and is drawn into the second position, in order to display a second command to be carried out;

detecting, based on data detected by said detector, movements of said operation device operated by the game player who, at each time of blowing-out of the command marks, tries to move the operation device, in a timing before it disappears, along the movement of the command mark or toward one of the disappearance positions toward which the command mark moves; and

judging whether or not the directions of the movements of the operation device agree with the moving directions of the command marks as well as whether the movements of said operation device agree with the rhythm of music~~the first position and the second position being different from each other and the first command and the second command being different from each other.~~

45. (Currently amended): A game apparatus operated by a motion of a game player, comprising: according to claim 44, further comprising an a pair of said operation devices gripped to be operated by hands of the game player; wherein a said position-movement detection means detector for detecting detects a trace of the movements of the operation devices operated by the game player; the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player;

the display unit being configured to display a first command mark on a display screen; which is blown out from a single prescribed appearance position in accordance with a rhythm of music; moves from the single prescribed appearance position to a first position of a plurality of prescribed disappearance positions, and is drawn into the first position, in order to display a first command and to indicate a first path from the prescribed appearance position to the first position along which the game player is to carry out the operation;

the display unit being configured to display a second command mark on said display screen; which is blown out from said single prescribed appearance position in accordance with a rhythm of music; moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command, and to indicate a second path from the prescribed appearance position to the second position along with the game player is to carry out the operation;

~~the first position and the second position being different from each other, — the first path and the second path being different from each other,~~

~~the first command and the second command being different from each other.~~

Claim 46. (Canceled)

47. (Currently amended): A method for displaying-executing a game in response to
operated by a motion of a game player who takes a position in front of a monitor display connected
to a game apparatus, the method comprising:

displaying on a display screen of said monitor display a least four target marks at outer
areas on the display screen of the monitor with an inner area on the display screen surrounded by
said outer areas;

displaying on a ~~the~~ display screen visible to said game player a first plurality of
command marks which is are blown out one after the other from said inner area a single prescribed
appearance position in accordance concert with a rhythm of music outputting from a speaker,
wherein each of the blown-out command marks moves from the single prescribed appearance
blown-out position toward one of said target marks and eventually a first position of a plurality of
prescribed disappearance disappears positions; and is drawn into the first position, in order to
display a first command corresponding to movement of an operation by said game player, said first
command mark being displayed one by one from the single prescribed appearance position in
accordance with a rhythm of music, and

~~displaying on said display screen visible to said game player a second command mark~~
~~which is blown out from said single prescribed appearance position in accordance with a rhythm of~~

~~music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command corresponding to movement of an operation by said game player, the second command mark being displayed one by one from the single prescribed appearance position in accordance with a rhythm of music, and~~

~~detecting, by a detecting means connected to said game apparatus, movements of hands of a trace of the operation by the game player, who, at each time of blowing-out of the command marks, tries to move, in a timing before it disappears, one of the hands along the movement of the command mark or toward one of the target marks toward which the command mark moves the trace being made by connecting successive spatial positions of the operation; and~~

~~judging whether or not the directions of the hand movements agree with the moving directions of the command marks as well as whether the hand movements agree with the rhythm of music, the first position and the second position being different from each other,~~

~~the first command and the second command being different from each other.~~

Claim 48 (Canceled)

49. (Currently amended): A method for ~~executing~~displaying a game in response ~~to~~operated by a motion of a game player who takes a position in front of a monitor display connected to a game apparatus, the method comprising:

displaying on a display screen of the monitor display a plurality of target positions at outer areas on the display screen of the monitor with an inner area on the display screen surrounded by said outer areas corresponding to possible positions of an operation by said game player;

displaying on the display screen a first plurality of command marks which is ~~are~~ blown out one after the other from said inner area ~~a single prescribed appearance position~~ in accordance concert with a rhythm of music outputting from a speaker, wherein each of the blown-out command marks moves from the single prescribed appearance position toward one of said a first position of a plurality of prescribed disappearance target positions, and eventually disappears; is drawn into the first position, in order to display a first command being moved along a first path to the first position;

~~commanding the game player to move in a first prescribed manner in accordance with the first command mark when the first command mark arrives at the first position. and~~

~~displaying on said display screen a second command mark which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said plurality of positions, and is drawn into the second position, in order to display a second command being moved along a second path to the second position;~~

~~commanding the game player to move in a second prescribe manner in accordance with the second command mark when the second command mark arrives at the second position, and~~

detecting, with a detecting means connected to said game apparatus, movements of hands of a trace of the operation by the game player, who, at each time of blowing-out of the command marks, tries to move, in a timing before it disappears, one of the hands along the movement of the command mark or toward one of the target positions toward which the command mark moves~~the trace being made by connecting successive spatial positions of the operation;~~; and

judging whether or not the directions of the hand movements agree with the moving directions of the command marks as well as whether the hand movements agree with the rhythm of music. ~~the first position and the second position being different from each other;~~

~~the first path and the second path being different from each other;~~

~~the first command and the second command being different from each other;~~

Claims 50-51 (Canceled)

52. (Currently amended) A game apparatus ~~operated by motions of a game player~~
~~opposed to a display screen comprising:~~

~~an operating means to be operated by the game player;~~

a display unit having a display screen;

~~a position detector configured to detect movements of hands for detecting a trace of the~~
~~operation by the~~ of a game player who takes a position in front of said display screen, the trace
~~being made by detecting a plurality of successive spatial positions of the operation by the game~~
~~player and connecting said plurality of detected positions; and~~

~~a display unit for displaying a game display opposed to the game player, and~~

~~a game control unit, for controlling a game, based on the detected trace of the operation,~~

~~wherein said game~~ a control unit for controlling a game, based on the detected trace of
~~the operation, controls a game progress by executing the acts of:~~

displaying on the display screen a plurality of disappearance positions at outer areas on
the display screen with an inner area on the display screen surrounded by said outer areas;

~~the display unit being configured to displaying a plurality of~~ first command marks on a
the display screen, which is ~~are~~ blown out one after the other from a single prescribed appearance

~~position in the inner area in accordance with a rhythm of music, wherein each of the blown-out command marks moves from the single prescribed appearance position toward one of a first position of a said plurality of prescribed disappearance positions and disappears at said one of the disappearance positions toward which the command mark moves, and is drawn into the first position, in order to display a first command to be carried out,~~

~~the display unit being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command to be carried out~~

~~the first position and the second position being different from each other;~~

~~detecting, based on data detected by said detector, movements of hands of the game player, who, at each time of blowing-out of the command marks, tries to move, in a timing before it disappears, one of the hands along the movement of the command mark or toward one of the disappearance positions toward which the command mark moves; and~~

~~judging whether or not the directions of the hand movements agree with the moving directions of the command marks as well as whether the hand movements agree with the rhythm of music; the first command and the second command being different from each other.~~

Claims 53-60 (Canceled)

61. (New) A game apparatus, comprising:

game control means;

image generator means which generates image data for displaying game elements on a display screen of a display unit;

a sound generator which outputs a sound from a speaker; and

movement detection means which detects movements of a game player who takes a position in front of the screen of said display unit,

wherein said game control means controls a game progress by executing the acts of:

displaying on the display screen a least four target marks at outer areas on the display screen of the monitor with an inner area on the display screen surrounded by said outer areas;

displaying command marks which are blown out one after the other from the inner area on said display screen in concert with a rhythm of music outputting from the speaker, wherein each of the command marks moves from the blown-out position toward one of said target marks and eventually disappears;

detecting, based on data detected by said movement detection means, movements of hands of the player who, at each time of blowing-out of the command marks, tries to move, in a timing before it disappears, one of the hands along the movement of the command mark or toward one of the target marks toward which the command mark moves; and

judging whether or not the directions of the hand movements agree with the moving directions of the command marks as well as whether the hand movements agree with the rhythm of music.

62. (New) A game apparatus, comprising:

game control means;

image generator means which generates image data for displaying game elements on a display screen of a display unit;

a sound generator which outputs a sound from a speaker; and

movement detection means which detects movements of a game player who takes a position in front of the screen of said display unit,

wherein said game control means controls a game progress by executing the acts of:

displaying on the display screen a least four target marks at outer areas on the display screen of the monitor with an inner area on the display screen surrounded by said outer areas;

displaying moving marks which are blown out one after the other from the inner area on said display screen in concert with a rhythm of music outputting from the speaker, wherein each of the moving marks moves from the blown-out position toward one of said target marks, wherein each of the moving marks eventually disappears;

detecting, based on data detected by said movement detection means, movements of hands of the player who, at each time of blowing-out of the moving marks, tries to move, in a timing before it disappears, one of the hands along the movement of the moving mark or toward one of the target marks toward which the moving mark moves; and

judging whether or not the directions of the hand movements agree with the moving directions of the moving elements as well as whether the hand movements agree with the rhythm of music.

63. (New) A game apparatus comprising:

game control means;

a monitor display;

sound generating means which outputs a sound from a speaker;

image generator means which generates image data to display game elements on the monitor display; and

movement detection means which detects movements of a game player who take a position in front of said monitor display,

wherein said game control means controls a game session by executing the acts of:

displaying on a display screen of said monitor display at least four target marks at outer areas on the display screen of the monitor;

displaying moving elements which appear one after the other from an inner area surrounded by said outer areas on said display screen in concert with a rhythm of music outputting from the speaker wherein each of the appeared moving elements moves toward one of said target marks, wherein each of the moving marks eventually disappears;

detecting, based on data detected by said movement detection means, movements of hands of the player who, at each appearance of the moving elements, tries to move, in a timing before it disappears, one of the hands toward one of the target marks to which the appeared moving element moves; and

judging whether or not the directions of the hand movements agree with the moving directions of the moving elements as well as whether the hand movements agree with the rhythm of music.

64. (New) A game apparatus comprising:

game control means;

a monitor display;

sound generating means which outputs a sound from a speaker;

image generator means which generates image data to display game elements on the monitor display; and

movement detection means which detects movements of a game player who take a position in front of said monitor display,

wherein said game control means controls a game session by executing the acts of:

displaying on a display screen of said monitor display at least four target marks at outer areas of the display screen of the monitor;

displaying moving elements which appear one after the other from a center area surrounded by said outer areas on said display screen in concert with a rhythm of music outputting from the speaker wherein each of the appeared moving elements moves toward one of said target marks, wherein each of the moving marks eventually disappears;

detecting, based on data detected by said movement detection means, movements of hands of the player who, at each appearance of the moving elements, tries to move, in a timing before it disappears, one of the hands toward one of the target marks to which the appeared moving element moves; and

judging whether or not the directions of the hand movements agree with the moving directions of the moving elements as well as whether the hand movements agree with the rhythm of music.